

**Amendments to the Claims:**

The following listing of claims will replace all prior versions, and listings, of claims in the application:

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1.- 34. Cancelled.

35. (New) An image generation method comprising:

automatically determining whether or not an intervening object intervenes between a first computer object controlled by a computer and a player's object controlled by a player or viewpoint;

controlling an action of the first computer object according to the determination; and

generating an image containing the image of the first computer object;

wherein acting on the player by the first computer object is prohibited or restricted when the intervening object intervenes between the first computer object and the player's object or viewpoint.

36. (New) The image generation method as defined in claim 35,

wherein whether or not the intervening object intervenes between the first computer object and the player's object or viewpoint is determined by determining whether or not the intervening object exists on a line connecting between the first computer object and the player's object or viewpoint.

37. (New) The image generation method as defined in claim 35,

wherein the first computer object is erased when the first computer object moves out of the player's view.

38. (New) The image generation method as defined in claim 35,

wherein the first computer object is an object attacking the player, and  
wherein the attack of the first computer acts on the player without obstruction  
by the intervening object.

39. (New) An image generation method comprising:

automatically determining whether or not an intervening object intervenes  
between a first computer object controlled by a computer and a player's object controlled by a  
player or viewpoint;

controlling an action of the first computer object according to the  
determination; and

generating an image containing the image of the first computer object;

wherein the first computer object is moved to a given moving target position  
when the intervening object intervenes between the first computer object and the player's  
object or viewpoint.

40. (New) The image generation method as defined in claim 39,

wherein whether or not the intervening object intervenes between the first  
computer object and the player's object or viewpoint is determined by determining whether or  
not the intervening object exists on a line connecting between the first computer object and  
the player's object or viewpoint.

41. (New) The image generation method as defined in claim 39,

wherein the first computer object is erased when the first computer object  
moves out of the player's view.

42. (New) The image generation method as defined in claim 39,

wherein the first computer object is an object attacking the player, and  
wherein the attack of the first computer acts on the player without obstruction  
by the intervening object.

43. (New) An image generation method comprising:  
automatically determining whether or not an intervening object intervenes between a first computer object controlled by a computer and a player's object controlled by a player or viewpoint;  
controlling an action of the first computer object according to the determination; and  
generating an image containing the image of the first computer object;  
wherein the first computer object is made to stand by when the intervening object is a second computer object controlled by the computer.

44. (New) The image generation method as defined in claim 43,  
wherein whether or not the intervening object intervenes between the first computer object and the player's object or viewpoint is determined by determining whether or not the intervening object exists on a line connecting between the first computer object and the player's object or viewpoint.

45. (New) The image generation method as defined in claim 43,  
wherein the first computer object is erased when the first computer object moves out of the player's view.

46. (New) The image generation method as defined in claim 43,  
wherein the first computer object is an object attacking the player, and  
wherein the attack of the first computer acts on the player without obstruction by the intervening object.

47. (New) An image generation method comprising:  
automatically determining whether or not an intervening object intervenes between a first computer object controlled by a computer and a player's object controlled by a player or viewpoint;

controlling an action of the first computer object according to the determination; and

generating an image containing the image of the first computer object;

wherein a motion of the first computer object is generated by a physical simulation;

wherein the motion of the first computer object is generated by a physical simulation when hitting;

wherein whether or not the intervening object intervenes between the first computer object and the player's object or viewpoint is determined when a given time has elapsed after the hitting; and

wherein the action of the first computer object is controlled according to the determination.

48. (New) The image generation method as defined in claim 47,

wherein whether or not the intervening object intervenes between the first computer object and the player's object or viewpoint is determined by determining whether or not the intervening object exists on a line connecting between the first computer object and the player's object or viewpoint.

49. (New) The image generation method as defined in claim 47,

wherein the first computer object is erased when the first computer object moves out of the player's view.

50. (New) The image generation method as defined in claim 47,

wherein the first computer object is an object attacking the player, and

wherein the attack of the first computer acts on the player without obstruction by the intervening object.

51. (New) A computer-usable program embodied on an information storage medium or in a carrier wave, comprising a processing routine for implementing:

means for determining whether or not an intervening object intervenes between a first computer object controlled by a computer and a player's object controlled by a player or viewpoint, and for controlling an action of the first computer object according to the determination; and

means for generating an image containing the image of the first computer object;

wherein acting on the player by the first computer object is prohibited or restricted when the intervening object intervenes between the first computer object and the player's object or viewpoint.

52. (New) The program as defined in claim 51,

wherein whether or not the intervening object intervenes between the first computer object and the player's object or viewpoint is determined by determining whether or not the intervening object exists on a line connecting between the first computer object and the player's object or viewpoint.

53. (New) The program as defined in claim 51,

wherein the first computer object is erased when the first computer object moves out of the player's view.

54. (New) The program as defined in claim 51,

wherein the first computer object is an object attacking the player, and wherein the attack of the first computer acts on the player without obstruction by the intervening object.

55. (New) A computer-usable program embodied on an information storage medium or in a carrier wave, comprising a processing routine for implementing:

means for determining whether or not an intervening object intervenes between a first computer object controlled by a computer and a player's object controlled by a player or viewpoint, and for controlling an action of the first computer object according to the determination; and

means for generating an image containing the image of the first computer object;

wherein the first computer object is moved to a given moving target position when the intervening object intervenes between the first computer object and the player's object or viewpoint.

56. (New) The program as defined in claim 55,

M wherein whether or not the intervening object intervenes between the first computer object and the player's object or viewpoint is determined by determining whether or not the intervening object exists on a line connecting between the first computer object and the player's object or viewpoint.

57. (New) The program as defined in claim 55,

wherein the first computer object is erased when the first computer object moves out of the player's view.

58. (New) The program as defined in claim 55,

wherein the first computer object is an object attacking the player, and wherein the attack of the first computer acts on the player without obstruction by the intervening object.

59. (New) A computer-usable program embodied on an information storage medium or in a carrier wave, comprising a processing routine for implementing:

means for determining whether or not an intervening object intervenes between a first computer object controlled by a computer and a player's object controlled by a

player or viewpoint, and for controlling an action of the first computer object according to the determination; and

means for generating an image containing the image of the first computer object;

wherein the first computer object is made to stand by when the intervening object is a second computer object controlled by the computer.

60. (New) The program as defined in claim 59,

wherein whether or not the intervening object intervenes between the first computer object and the player's object or viewpoint is determined by determining whether or not the intervening object exists on a line connecting between the first computer object and the player's object or viewpoint.

61. (New) The program as defined in claim 59,

wherein the first computer object is erased when the first computer object moves out of the player's view.

62. (New) The program as defined in claim 59,

wherein the first computer object is an object attacking the player, and wherein the attack of the first computer acts on the player without obstruction by the intervening object.

63. (New) A computer-usable program embodied on an information storage medium or in a carrier wave, comprising a processing routine for implementing:

means for determining whether or not an intervening object intervenes between a first computer object controlled by a computer and a player's object controlled by a player or viewpoint, and for controlling an action of the first computer object according to the determination; and

means for generating an image containing the image of the first computer object;

wherein a motion of the first computer object is generated by a physical simulation;

wherein the motion of the first computer object is generated by a physical simulation when hitting;

wherein whether or not the intervening object intervenes between the first computer object and the player's object or viewpoint is determined when a given time has elapsed after the hitting; and

wherein the action of the first computer object is controlled according to the determination.

64. (New) The program as defined in claim 63,

wherein whether or not the intervening object intervenes between the first computer object and the player's object or viewpoint is determined by determining whether or not the intervening object exists on a line connecting between the first computer object and the player's object or viewpoint.

65 (New) The program as defined in claim 63,

wherein the first computer object is erased when the first computer object moves out of the player's view.

66. (New) The program as defined in claim 63,

wherein the first computer object is an object attacking the player, and wherein the attack of the first computer acts on the player without obstruction by the intervening object.

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